Archie
ADVENTURE SERIES
NO.1 | US $2.00 CAN $2.50

SONIC™ LIVE!

48 PAGE SPECIAL

IT'S SO REAL YOU'LL THINK YOU'RE PART OF THE ADVENTURE!!!

THE LAST GAME CARTRIDGE HERO!

Turtlewing Productions
Kaifuu.Com

On the planet **Mobius**, a war is being waged between the ultimate forces of good and evil. Motivated by an intense desire to reshape the land and its people to his distinctive vision, **Doctor Robotnik** will stop at nothing to attain his dreams of global domination. Fighting to prevent the evil genius from carrying out his sick, twisted schemes is the legendary **Sonic The Hedgehog**, swiftest and slickest of them all.

While in many ways the tale is unique, in others it is as old as time. For, as Sonic has learned during his many adventures, there exist **other realities** in different dimensions and zones. Some are disturbingly similar, with events and combatants rearranged only because some action or decision varied from the reality Sonic knows. Others are wildly different, with little similarities or connections. Some realities are the result of their placement in time, and others due to location in physical space.

Until now, Sonic has only experienced other dimensions very similar to the one he currently exists on. Fate, however, has a way of stepping in and asserting itself, as Sonic's world is about to collide...

...with worlds beyond!

"The Last Game Cartridge Hero"
by Ken Penders
with Lettering by
Vickie Williams
& Coloring by
Karl Bollers

"The Substitute Freedom Fighters"
Written and Inked by Rich Koslowski
Penciled by
Art Mawhinney
Lettered by
Mindy Eisman
Colored by
Karl Bollers

"Knuckles Quest 2"
by Kent Taylor *&*
Pat Spaziante
Inked by
Andrew Pepoy
Lettered by
Jeff Powell
Colored by
Spaz

Editor:
J.Freddy Gabrie

Managing Editor:
Victor Gorelick

Editor -In- Chief
Richard Goldwater

SONIC LIVE SPECIAL No. 1, 1997. Published by Archie Comic Publications, Inc., 325 Fayette Avenue, Mamaroneck, NY 10543. Richard H. Goldwater, President and Co-Publisher. Michael I. Silberkleit, Chairman and Co-Publisher. Single copies $2.00 in the U.S., $2.50 in Canada. SEGA and GENESIS are registered with the U.S. patent and trademark office. Sonic The Hedgehog and all related characters and indicia are trademarks of SEGA. © 1996 by SEGA of America, Inc. unless otherwise noted. Any similarities between characters, names, persons, and/or institutions in this book and any living, dead, or fictional characters, names, persons, and/or institutions are not intended and if they exist, are purely coincidental. All characters featured in this issue and the distinctive likenesses thereof are trademarks of SEGA of America, Inc. All rights reserved. Used with permission. Title registered in U.S. patent office. POSTMASTER, send address changes to SONIC LIVE SPECIAL, c/o Archie Comic Publications, Inc., 325 Fayette Avenue, Mamaroneck, NY 10543.
Printed in Canada

COME OUT! COME OUT, SONIC THE HEDGEHOG WHEREVER YOU ARE!

COME OUT AND FIGHT ME MAN-BOT TO HEDGEHOG!

KRA-KOOOOOM!

THIS IS IT, YOU BLASTED NUISANCE! YOU AND I WILL HAVE IT OUT FOR THE LAST TIME!

THIS ONE'S FOR ALL THE NUTS AND BOLTS!

ZOOOOOM!

KER-WHAM!

SONIC! WHAT KEPT YOU?

USUALLY, IT'S THE *WOMAN* WHO KEEPS A MAN *WAITING*! ISN'T THAT RIGHT, *PRINCESS*?

OF COURSE, AT THE *MOMENT*, SHE *DOESN'T* EVEN KNOW HER OWN *MIND*!

I *PROMISED* HER SHE COULD BE HERE WHEN YOU *ARRIVED*!

GAVE MY WORD OF *HONOR* SHE COULD WATCH YOU GO TO *HEDGEHOG HEAVEN*!

LET HER *GO*, ROBUTT-NIK!

THIS IS BETWEEN *ME* AND *YOU*!

ALWAYS HAS *BEEN*, ALWAYS WILL *BE*!

YOU'RE QUITE CORRECT!
HOWEVER--
I'VE NEVER BEEN ONE TO DO MY OWN DIRTY WORK!
SO--
IF YOU'VE ANY LAST THOUGHTS, YOU MAY AS WELL SAY THEM NOW!
YOU THINK YOU HAVE ME, DON'T YOU?
I'LL GET OUT OF THIS YET!
A FITTING EPITAPH FOR YOUR TOMBSTONE! "I'LL GET OUT OF THIS YET!"
I CAN'T WAIT TO SEE YOU TRY!
SWATBOTS!!
READY-
AIM--
BLAST HIM TO SMITHEREENS!
FRA-ZZZZAT!
HAVE A NICE AFTERLIFE, HEDGEHOG!
HAHAHAH

NOT AGAIN!

I CAN'T BELIEVE I DIED--

KLIK!

--AND JUST WHEN I WAS DOING SO WELL!

LET'S GO, STEVE! MOM'S WAITING!!

THE LAST GAME CARTRIDGE HERO

PART 1

ENOUGH WITH THE VIDEO GAMES ALREADY!

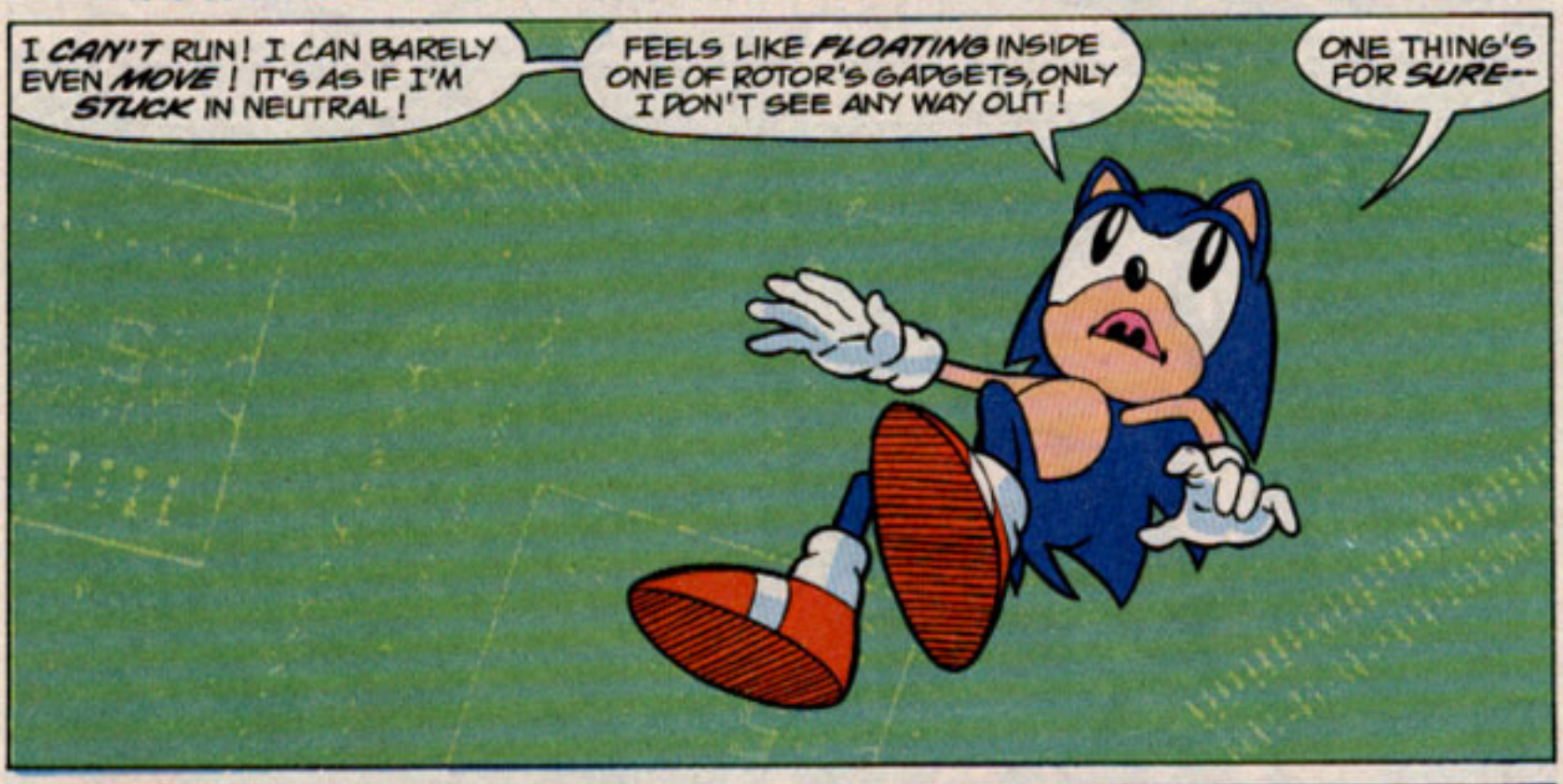
LET'S GO! YOU'LL BE LATE FOR SCHOOL IF WE DON'T HUSTLE NOW!

BUT, MOM--

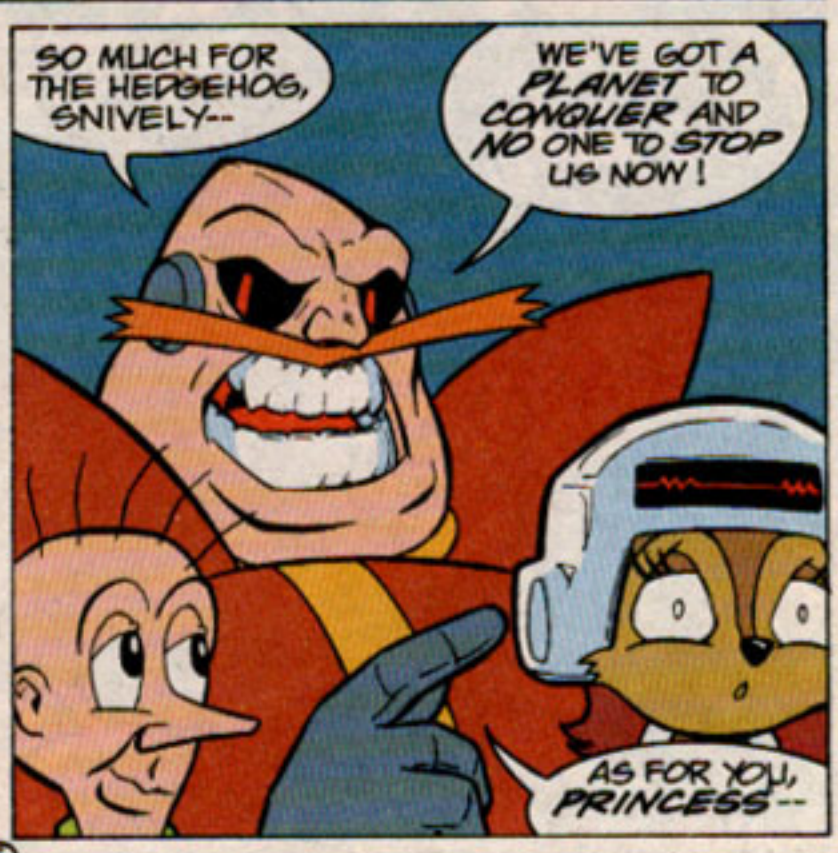
I WAS ALMOST AT THE NEXT LEVEL!!

OOOMPH!
ARRRGH!

THIS IS GETTING ME NOWHERE REAL FAST!
AS IF I HAVE A CLUE TO WHERE I REALLY AM!
THWOK!


I CAN'T RUN! I CAN BARELY EVEN MOVE! IT'S AS IF I'M STUCK IN NEUTRAL!
FEELS LIKE FLOATING INSIDE ONE OF ROTOR'S GADGETS, ONLY I DON'T SEE ANY WAY OUT!
ONE THING'S FOR SURE--

"ROBOJERK MUST BE SPLITTING A GUT OVER THIS!"
AT LONG LAST!
I'VE FINALLY ACCOMPLISHED MY MOST CHERISHED GOAL!
GOODBYE, SONIC! THE PARTING IS DEFINITELY NOT SWEET SORROW!


SO MUCH FOR THE HEDGEHOG, SNIVELY--
WE'VE GOT A PLANET TO CONQUER AND NO ONE TO STOP US NOW!
AS FOR YOU, PRINCESS--

"--THERE'S A CELL WITH YOUR NAME ON IT!"

ROBOTNIK! YOU CREEPOLA!!

--RIGHT NEXT TO THE ONES FOR YOUR FRIENDS!

CLANG!

SALLY! ARE YOU ALRIGHT?!

SALLY?

SALLY!

WE NOW RETURN TO A PLACE DEFINITELY NOT ON MOBIUS...

OH BOY! WE'RE FINALLY HOME!

I THOUGHT SCHOOL WOULD NEVER END!

HUH?! WHUZZAT?!

DON'T YOU HAVE ANY HOME-WORK?

I'LL DO IT AFTER DINNER!

C'MON, JESSIE! LET'S PLAY!

THIS IS NEW!

I THINK I HAVE THE LAST TRAP FIGURED OUT!

IN JUST A SECOND, I'LL PUNCH IN THE CODES, AND--

WHAT ON MOBIUS IS THAT?

HUH?

WHAT HAPPENED?!

STILL--

YOU DUMMY! YOU HAVE THE *VIDEOTAPE* ON *INSTEAD*!

NO, I *DON'T*! I *NEVER* EVEN *TOUCHED* THE *VCR*!

MAYBE I HAVE THE *WRONG CHANNEL*!

DON'T *TOUCH* THAT *DIAL*!

I NEED *HELP* GETTING *OUT* OF HERE!

AND SINCE I *CAN'T* GO ALL THE WAY TO YOU!--

WHOA!

--LET'S *SEE* IF YOU GUYS CAN *JOIN* ME!

JESSIE! IT'S SONIC!
IT'S REALLY SONIC!
HOO BOY!
HI, KIDS!
SORRY TO PULL A FAST ONE--BUT THIS IS IMPORTANT!
WHERE ARE WE?
THE CLOSEST I CAN FIGURE IS SOME SORT OF "IN-BETWEEN" ZONE!
THIS FLOATING AROUND IS AWESOME!
IN-BETWEEN ZONE?
YEAH--WE'RE SOMEWHERE BETWEEN WHERE I COME FROM AND WHERE YOU DO!
THE SURROUNDING ENERGY SURGED TO THE POINT WHERE I WAS ABLE TO MAKE CONTACT WITH YOU!
NOW, THE ENERGY SURGES ARE COALESCING AT ANOTHER POINT!
AND SINCE YOU'VE ARRIVED, THE SURGES HAVE GROWN STRONGER!
LET'S MAKE LIKE HEROES AND SEE WHERE THIS TAKES US!
WITH ANY LUCK--
--THE NEXT STOP IS MOBIUS!
WAIT'LL MOM HEARS ABOUT THIS!
END OF PART 1

NOW THAT

SONIC THE HEDGEHOG

THE LAST GAME CARTRIDGE HERO

PART II

IS PLAYING HIS *GOLDEN HARP*--

THERE'S NOTHING TO STOP ANYONE FROM *MARCHING* TO THE *BEAT* OF MY *DRUM*!

YOU ALWAYS WERE *GOOD* AT CARRYING A *TUNE*, DOCTOR--

PARTICULARLY *DIRGES*!

AH, YES--

BUT NOW, BUSINESS *BEFORE* PLEASURE!

GENTLEMEN AND RAB-BOT, SO *GOOD* OF YOU TO JOIN US--

THINGS JUST *WON'T* BE THE SAME *WITHOUT* YOU--AND THAT SUITS ME QUITE *NICELY*!

YOU JUST *WAIT*! IT *ISN'T* OVER TILL IT'S *OVER*!

YOU'RE *RIGHT*!

UNFORTUNATELY FOR YOU, I HAVEN'T *OVERLOOKED* THAT ONE SMALL, MINOR *DETAIL*!

SEE THIS *MISSILE*? IT'S MY *TWO-FOR-ONE* DEAL!

WITH *ONE* MISSILE--

--I'LL BE ABLE TO PLACE MY *NETWORK* OF *KILLER SATELLITES* IN *ORBIT* AROUND *MOBIUS*--

--AND SEND YOU FREEDOM FIGHTERS ON A *ONE-WAY* JOURNEY TO *ETERNITY*!

WHAT ABOUT *Pprincess SALLY*?

YEAH! WHERE *IS* SHE?

BA-DOOM!

SHE'S IN THE ROCKET'S LOWER LEVEL BUT I *WOULDN'T* WORRY ABOUT HER!

YOU'RE IN *OVER* YOUR HEADS AS IT IS!

OHMYGOSH! SONIC! IT'S A *SWATBOT*!

WAY *COOL*!

AS FOR THE *PRINCESS*--

WAY *AHEAD* OF YOU, *JESSIE*!

TIME TO *JUICE*!

WHAM!

--SHE'S TO BE--

WHAT?!!

WHOOOOOOOPS!

MISS ME, ROBO-BUTT? NOW I INTEND TO GET REALLY MEAN!

STOP IN YOUR TRACKS, YOU INSIPID HEDGEHOG--

--OR MY SWATBOTS WILL PREPARE TODAY'S BLUE-PLATE SPECIAL BY FRICASSEEING YOUR FRIENDS!

NOT IF I PULL 'EM OUT OF THE WAY BEFORE THE 'BOTS' BEAMS START BLASTING!

THINK YOU COULD?

BY YOUR DEFINITION, I'M THE VILLAIN. THAT MEANS I'M CAPABLE OF ANY SICK, TWISTED, EVIL DEED.

THE SICKER, THE BETTER!

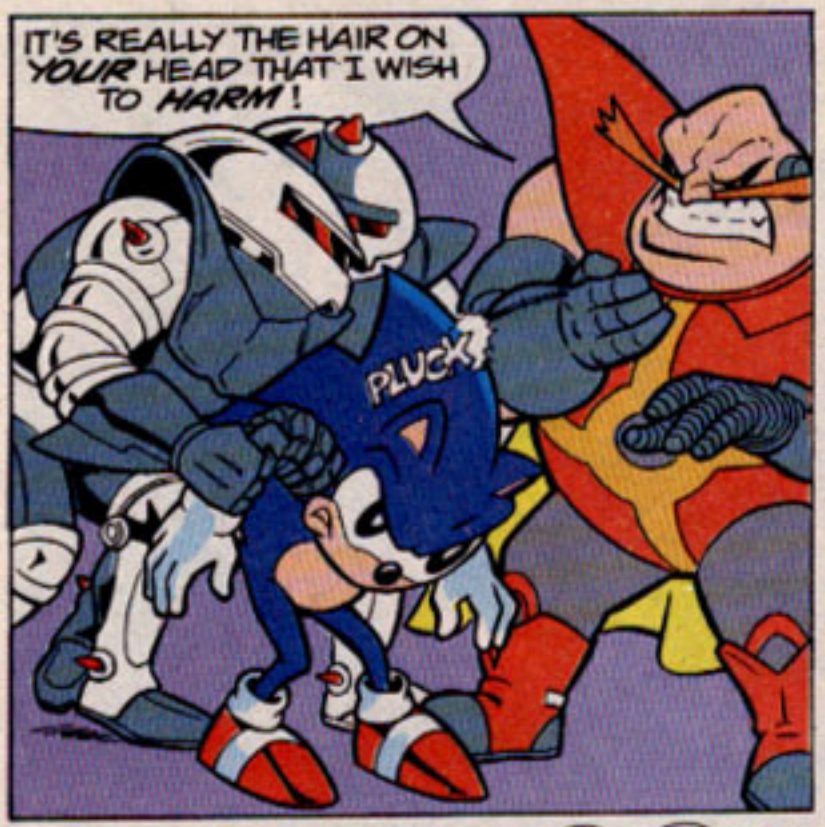
TAKE HIM!

YOU HARM ONE HAIR ON THEIR HEADS--

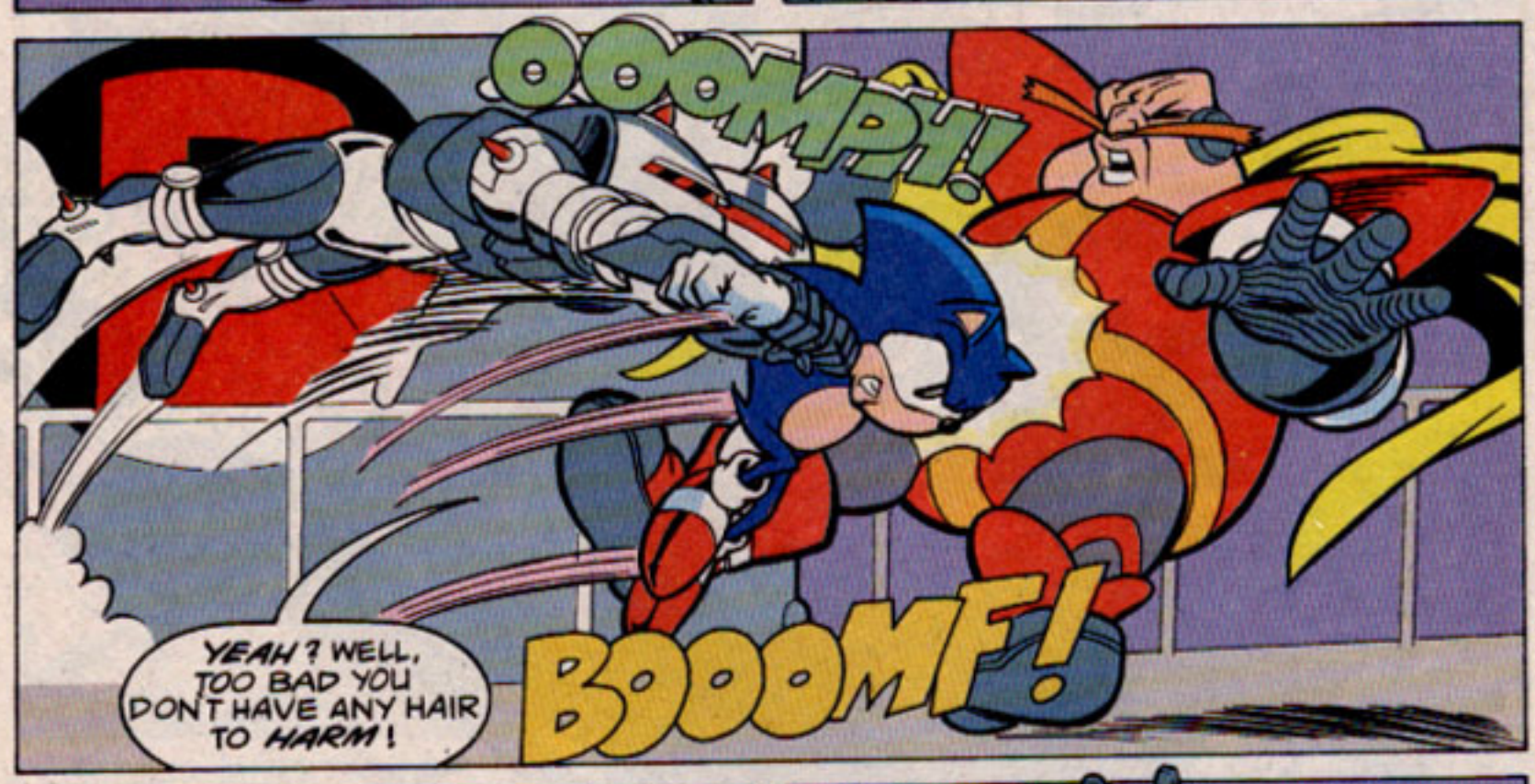
YOU'LL WHAT?

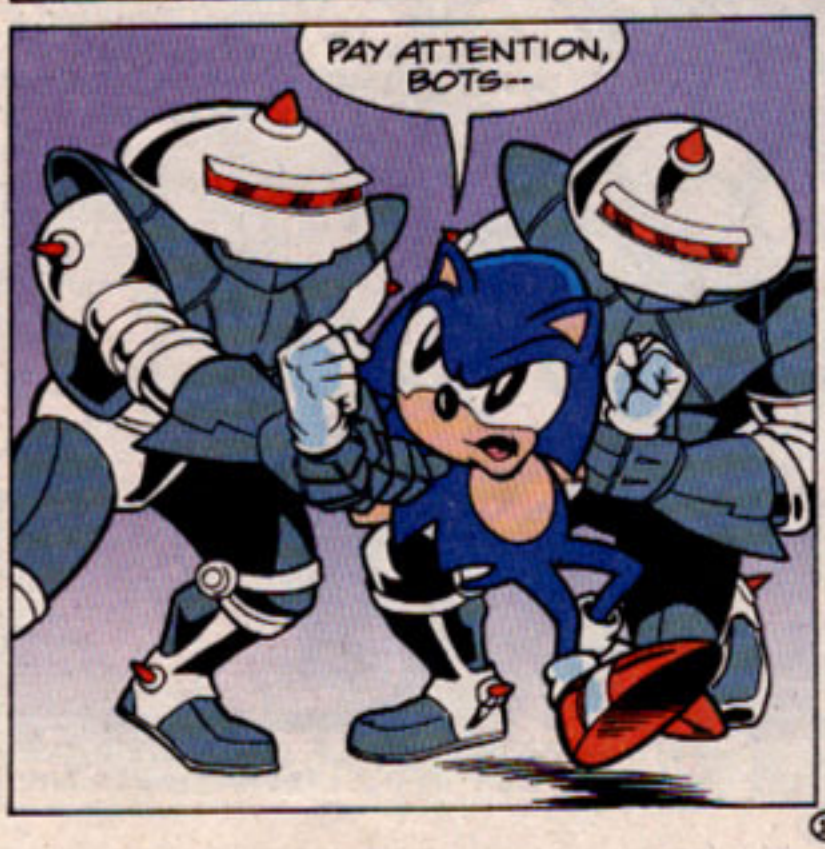
YOU'RE IN NO POSITION TO DEMAND ANYTHING!

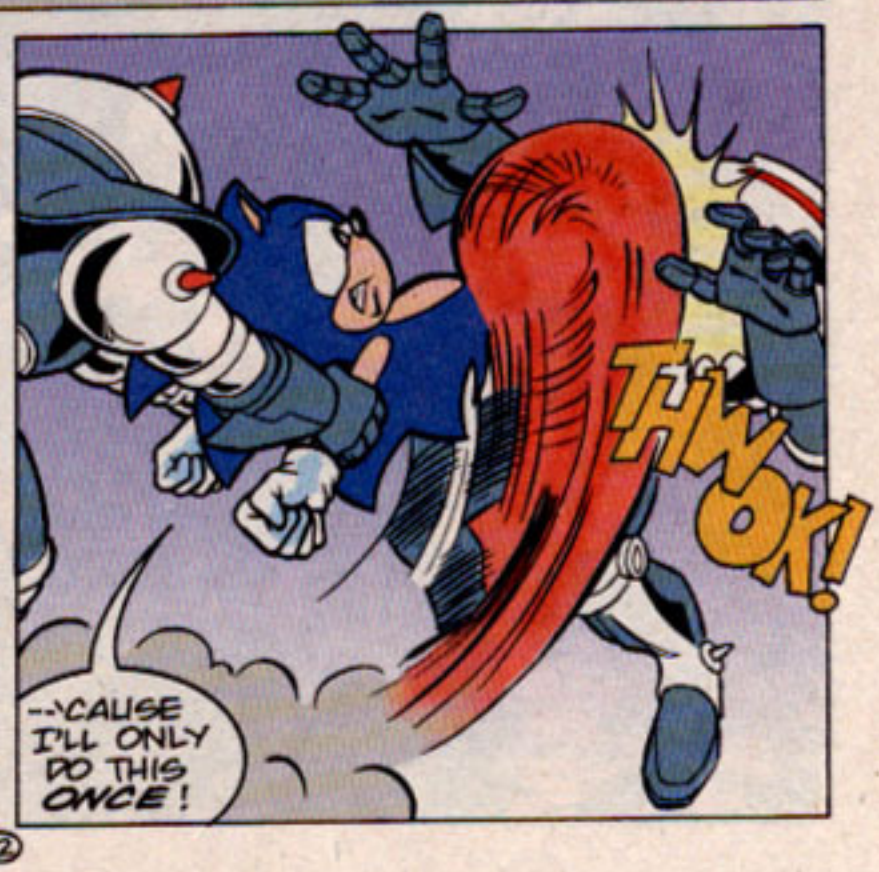
HOWEVER, TO PUT YOU AT EASE--


IT'S REALLY THE HAIR ON YOUR HEAD THAT I WISH TO HARM!
PLUCK

HAHAHAHAHAHAHA


OOOMPH!
YEAH? WELL, TOO BAD YOU DON'T HAVE ANY HAIR TO HARM!
BOOOMF!


PAY ATTENTION, BOTS--


THWOK!
--'CAUSE I'LL ONLY DO THIS ONCE!

HERE! HAVE SOME GOOD VIBRATIONS--

--TO REALLY MAKE MY DAY!

C'MON, GUYS!

WE GOTTA JUICE!

WHAT ABOUT THE OTHERS?

THE GANG WILL BE OKAY --

--IF WE MOVE FAST TO MAKE CERTAIN THAT MISSILE CAN'T LAUNCH!

YAAAAAAAAAAAA

OOOOOM

YAAAAAAAAAA

YOU SURE THIS IS THE BEST WAY DOW--

SCREE EEECH!

THAT WAS AWESOME, SONIC!

CAN WE DO IT AGAIN? CAN WE?

IN ANOTHER LIFE, GUYS! WHICH'LL OCCUR SHORTLY IF WE DON'T GET TO THE CONTROL ROOM!

WELL, WHADDYAKNOW! LOOKEE *WHAT* I FOUND!

NOW THAT WE'RE *IN* THE CONTROL ROOM, WE HAVE TO MAKE LIKE *INSTANT* ARCHEOLOGISTS!

I DON'T *UNDERSTAND*, SONIC!

THAT'S A *COUNTDOWN* UNDERWAY, JESSIE! WE HAVE TO *DECIPHER* THE HIEROGLYPHICS AND PRESS THE *RIGHT* SWITCH!

SIR--DOCTOR ROBOTNIK-- *PLEASE*--YOU'VE GOT TO GET *UP*, SIR!

" I THINK *SOMETHING'S* GONE AWRY!"

IT'S *NOT* THIS ONE!

ZZIP!

NOPE! NOT THIS *EITHER*!

MAYBE--?

THE COUNTDOWN-- THE *LAUNCH* SEQUENCE HAS BEEN *ACTIVATED*!

SNIVELY, I MUST HAVE *FALLEN* ON MY REMOTE CONTROL!

OH, WHAT *SHALL* WE DO, DOCTOR?

SONIC, *ROBOTNIK'S* UP'N'KICKING--

--AND THE MISSILES' ENGINES ARE *FIRING*!

UNFORTUNATELY, WE *HAVEN'T* ENOUGH TIME TO *MAKE* IT DOWN THE GANTRY!

THEN-- THIS IS *IT*?!

"NOT *QUITE*, SNIVELY! THERE ARE ALWAYS *POSSIBILITIES*!"

IF I *HAVE* TO MAKE A SELECTION, AS *BEST* AS I CAN FIGURE OUT--

--IT'S ONE OF *THESE* THREE BUTTONS!

THAT BLASTED HEDGEHOG SEEMINGLY CAME OUT OF *NOWHERE*!

BUT WHAT IF HE *DIDN'T*?

WHAT *IF* HE CAME-- FROM *THERE*?

"FROM *WHERE*?"

ARE YOU SURE?

EVEN SO, IT'S ONE *CHANCE* OUT OF THREE!

DON'T YOU GUYS KNOW *WHO* YOU'RE TALKING TO?

BY THE WAY--I *LOVE* THE *SHIRT*!

FROM SOMEWHERE THROUGH A *TRANSDIMENSIONAL PORTAL*--

--WHICH I BELIEVE *THAT* TO BE!

LET'S GO, SNIVELY!

GO? GO WHERE?!

"WHERE WE CAN GET *AWAY* FROM IT *ALL*, OF COURSE!"

AS *SIMPLE* AS EENIE-MEENIE-MINEY-MO...

IT'S *EITHER* THIS--

--OR I'M ONE SORRY HEDGEHOG!

KLIK!

YOU DID IT, SONIC!

YEAH! I DID, DIDN'T I?

WHEW

NOW THAT THE FREEDOM FIGHTERS AND THE REST OF MOBIUS ARE SAFE FOR THE MOMENT--

WHERE'S OL' ROBOPUSS?

SONIC! THAT GLOW OVER THERE!

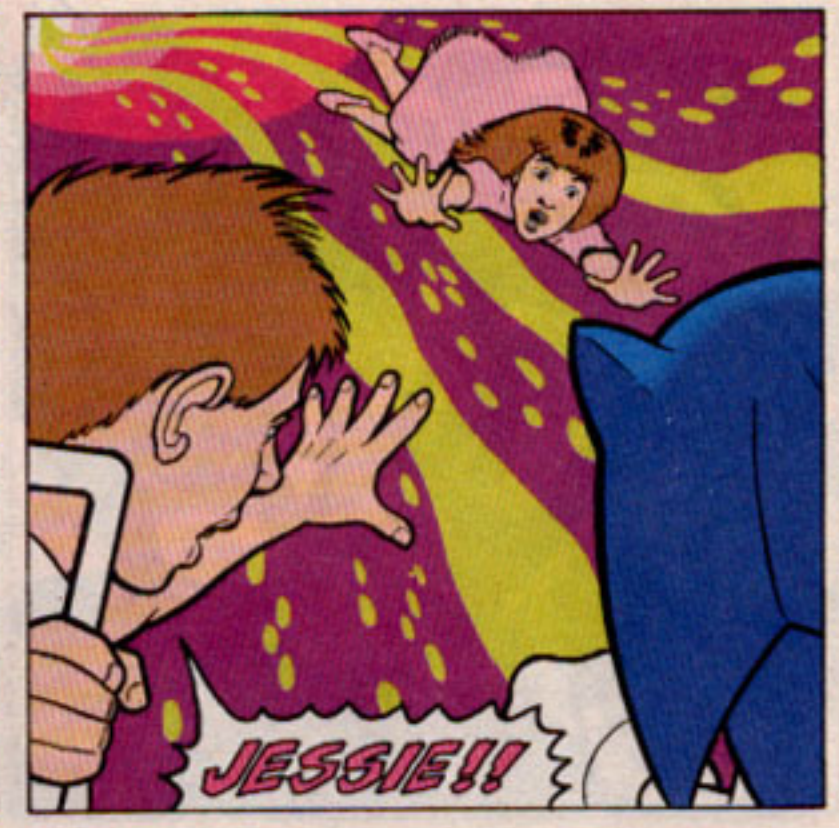
YOU DON'T SUPPOSE--?

I DON'T SUPPOSE ANYTHING! ALL I KNOW IS--

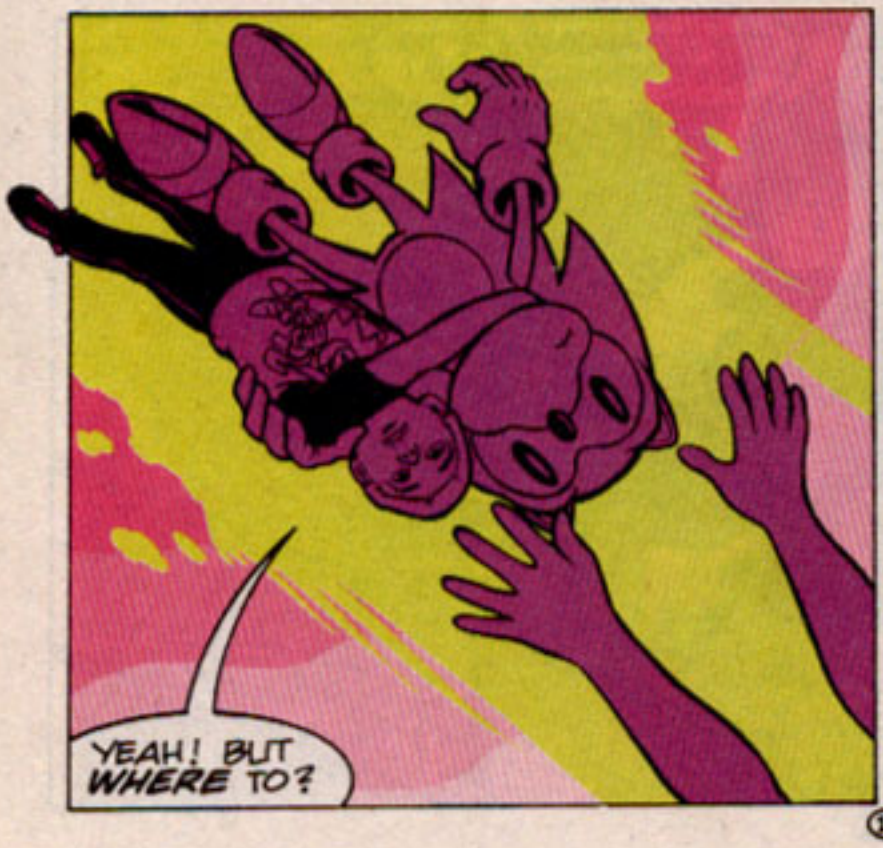
IT'S PULLING US IN!!

TRY TO HANG ON TO SOMETHING, JESSIE!

IT'S NO USE, STEVE--
--I'M LOSING MY GRIP!


JESSIE!!

THERE ISN'T ANY CHOICE NOW, LI'L BUDDY--
WE'VE GOTTA FOLLOW HER!


YEAH! BUT WHERE TO?

FIRST IMPRESSION--
I'D SAY OUT OF THE FRYING PAN--
--AND DEFINITELY INTO THE FIRE!
END OF PART TWO

WELCOME,

SONIC THE HEDGEHOG

AND YOUR *FRIENDS* AS WELL!

THE LAST GAME CARTRIDGE HERO

PART III

FOR ONCE, I HAVE YOU *EXACTLY* WHERE I *WANT* YOU!

THIS IS *SO WEIRD!*

NOW *YOU* LOOK LIKE YOU STEPPED OUT OF A *SPEED RIDER* CARTOON!

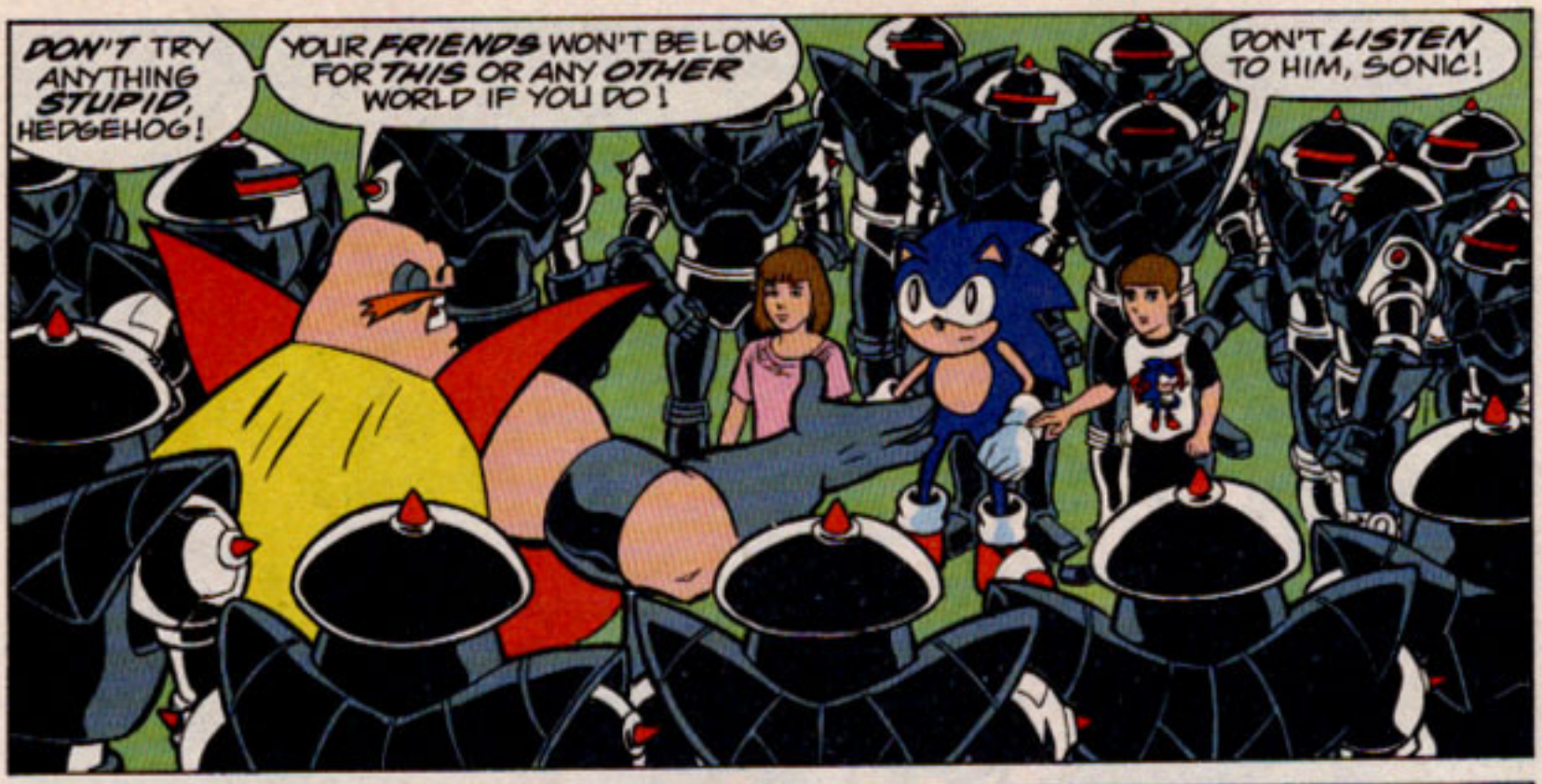
I *WOULDN'T* TALK IF I *WERE* YOU!

IT'S ALWAYS *NICE* TO BE WANTED, ROBO-BUTT--

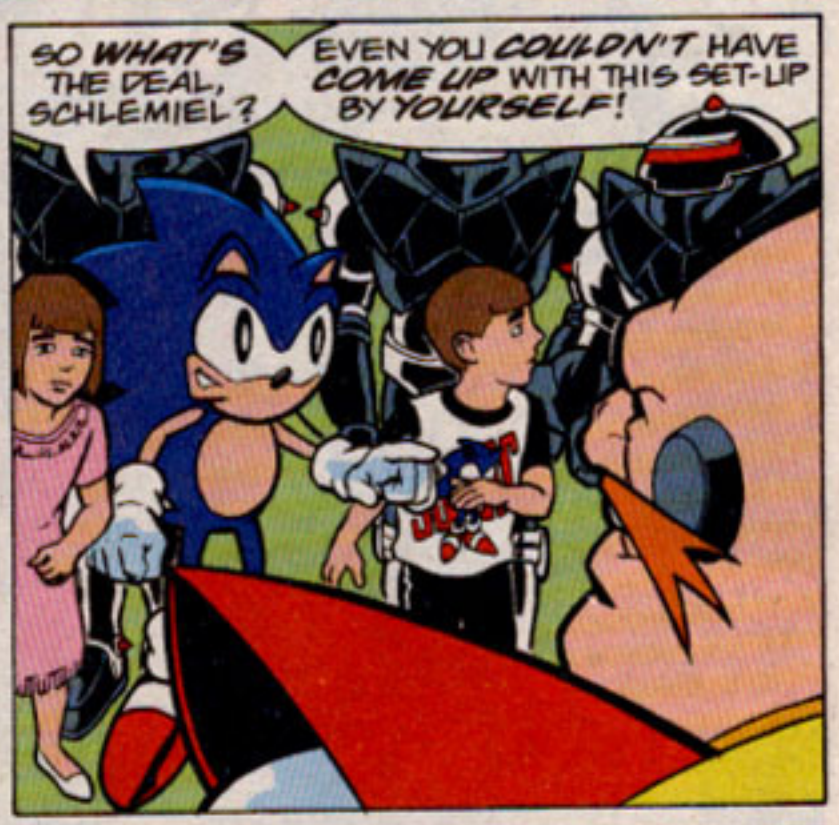
--BUT IN *YOUR* CASE I'LL MAKE AN *EXCEPTION!*

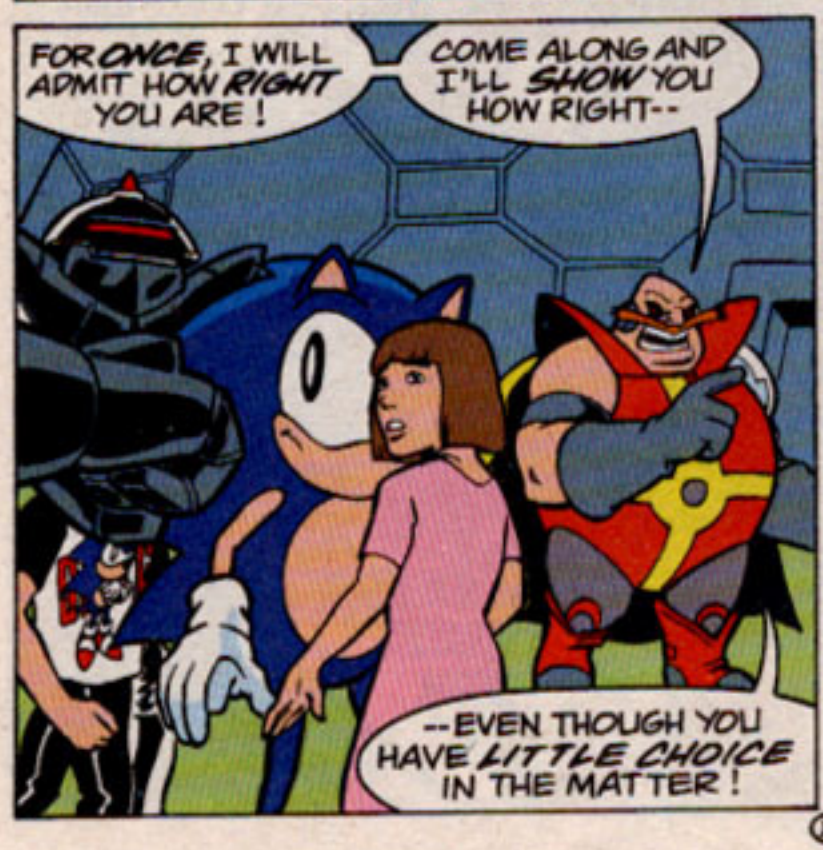
I THOUGHT THAT WOULD BE YOUR *ATTITUDE--*

--SO I BROUGHT *REINFORCEMENTS!*


DON'T TRY ANYTHING STUPID, HEDGEHOG!
YOUR FRIENDS WON'T BE LONG FOR THIS OR ANY OTHER WORLD IF YOU DO!
DON'T LISTEN TO HIM, SONIC!

COOL IT, STEVIE!
IT'S HIS PLAY-- FOR THE MOMENT!


SO WHAT'S THE DEAL, SCHLEMIEL?
EVEN YOU COULDN'T HAVE COME UP WITH THIS SET-UP BY YOURSELF!


FOR ONCE, I WILL ADMIT HOW RIGHT YOU ARE!
COME ALONG AND I'LL SHOW YOU HOW RIGHT--
--EVEN THOUGH YOU HAVE LITTLE CHOICE IN THE MATTER!

THIS IS MUCH BIGGER THAN JUST I, YOU BLUE-FURRED CRETIN--
--IN FACT--

--IT TOOK SEVERAL OF ME TO CREATE ALL THIS!

WELCOME TO YOUR *NIGHTMARE*, HEDGEHOG!

I *GET* IT! *MULTIPLE* UNIVERSES, RIGHT?

HOW DO YOU KNOW ABOUT *THAT*, STEVIE?

AW, HE'S BEEN WATCHING TOO MUCH *SPACE TREK*!

SPACE *WHAT*?

CONSIDERING YOUR *PREDICAMENT*--

TRUST ME.

--I'D SAY YOU HAVE MORE *IMPORTANT* MATTERS TO THINK ABOUT!

TAKE THEM *AWAY*!

HEEY!!

STEP FORWARD-- THROUGH THE DOOR!

SMILE WHEN YOU SAY THAT, BUB!

MOVE!

OOF!!

WILL YOU *LOOK*--!

I DON'T *BELIEVE* IT! IT'S-- IT'S--

WHAM!

--SONIC!!

THAT'S MY NAME! JUST DON'T WEAR IT OUT!

OOOW!

THIS IS ASTOUNDING, MORI!

WHO'D HAVE THOUGHT IT, EH, JERRY?

YEAH, I KNOW I'M QUITE THE AWESOME DUDE--

"--BUT DO EITHER OF YOU HAVE A CLUE AS TO WHAT'S GOING ON?"

DOCTOR, THAT LOOKS LIKE--

QUITE RIGHT, SNIVELY! IT IS MOBIUS!

SOMEHOW THOSE STRANGE CREATURES BUILT A MULTI-DIMENSIONAL PORTAL TO OUR WORLD--

--IN THE ACT OF CREATING SO-CALLED ENTERTAINMENT!

A DEVICE SO POWERFUL IT CAN MAKE ME MASTER OF ALL THE UNIVERSES!

COMPARED TO THE POWER OF THIS DEVICE, LOSING MY KILLER SATELLITES IS SMALL POTATOES, INDEED!

I THINK YOU'RE FORGETTING ONE THING--

--YOU'RE NOT THE ONE CALLING THE SHOTS HERE!
LOOKS LIKE THE NATIVES ARE RESTLESS, SNIVELY!
I DON'T LIKE THE SOUND OF THIS, DOCTOR--

"--I DON'T LIKE THIS AT ALL!"
WHAT DO YOU MEAN I'M NOT REAL?
IN OUR WORLD, YOU'RE JUST A CHARACTER IN A GAME CARTRIDGE!

ONE OF OUR STAFF ARTISTS DID A SERIES OF SKETCHES AND YOU WERE THE RESULT!
OR SO WE WERE TOLD, UNTIL WE FOUND OUT DIFFERENT!

APPARENTLY THE SKETCHES WERE BASED ON TRANS-MISSIONS RECEIVED OVER A PROTOTYPE DEVICE!
NOBODY HAD SEEN ANYTHING LIKE IT, SO WE KEPT IT QUIET!

WELL, YOU BETTER KEEP IT QUIET IF YOU HOPE TO GET OUT!
STAND BACK!
WHA--? ROBOTNIK?!!

KABOOM!

HEY! YOU'RE NOT--

I'M SUPPOSED TO BE OUT PROMOTING THE LATEST GAME WHEN THIS HAPPENED!

WHEN WHAT HAPPENED?

A FREAK ELECTRICAL STORM SOMEHOW CREATED A LINK BETWEEN DIMENSIONS THROUGH OUR PROTOTYPE!

WHOEVER RUNS THIS PLACE SEIZED THE DEVICE AND CONNECTED IT TO THEIR SYSTEMS!

SONIC! LOOK!

THE ROBOT ROBOTNIKS ARE ABOUT TO ZAP THE REAL ROBOTNIK!

WHAT TA PITY! REALLY BREAKS MY HEART!

READY-- AIM--

WAIT!! CAN'T WE DO A DEAL?!

TAKE SNIVELY INSTEAD!

I KNOW I'M GONNA HATE MYSELF, BUT--

--A HEDGEHOG'S GOTTA DO WHAT A HEDGEHOG'S GOTTA!

--FIRE!

WOOOOO

ZAP!

ZAP!

VRO

IF YOU THINK I'M GRATEFUL, HEDGEHOG--

--DON'T!

THAT GOES FOR ME, TOO!

SIGH

SONIC, THE ROBOTS ARE TAKING AIM AT US NOW!

IF WE CAN SHUT DOWN THE PROTOTYPE, IT'LL PULL THE PLUG ON THE WHOLE SYSTEM!

HOW DO WE DO THAT?

PUNCH IN THE ACCESS CODE ON THAT CONTROL PAD!

IT'S AN ACCESS CODE TO ONE OF THE SONIC GAMES!

YOU KNOW THE CODES?

EVERY ONE!

LET'S JUICE!

BAM!

WARP SPEED, CAPTAIN!!

WE'VE ONLY A SECOND, STEVIE! I'LL PUNCH IN THE CODES AS YOU SAY THEM!

PRESS UP-DOWN-LEFT-RIGHT-HOLD 'A'-AND PRESS START!

KLIK! Whrrrr

THAT'S SHUT 'EM DOWN!

TAP TAP TAP TAP TAP TAP

YOU DID IT, SONIC!

SMAK!

NOBODY DOES IT BETTER!

YOU KIDS WERE TERRIFIC, YOURSELVES!

SO HOW DO WE GET BACK HOME NOW?

GOOD QUESTION!

I'M SURE ROTOR MUST BE TRYING TO FIND A SOLUTION ON MY WORLD--

--BUT I THINK THE ANSWER'S HERE!

ISN'T THAT RIGHT, GUYS?

WE SHOULD BE ABLE TO REVERSE THE PROCESS, BUT--

--IT'LL BE A ONE-WAY TICKET!

I GUESS THIS MEANS GOOD-BYE, SONIC!

WE'RE GONNA MISS YOU, BIG GUY!

OH, I THINK YOU'LL BE ABLE TO SEE WHAT I'M UP TO--

--BY CHECKING OUT THE *NEXT* GAME CARTRIDGE THESE BOZOS *CRANK* OUT!

ALLL-RIGHTY THEN--

ENERGIZE!

ZZZZZZT!

HE'S BACK!

YEAH! AND LOOK *WHO* HE BROUGHT WITH *HIM!*

SALLY! TAILS!

WE WERE SO *WORRIED* WONDERING WHERE YOU *WENT!*

LET'S GO, SNIVELY! I'VE SUCH A *HEADACHE!*

BELIEVE IT OR NOT, SAL, WE WERE *OUT* OF THIS *WORLD!*

AND *HOW* ARE YOU *FEELING?*

I FEEL LIKE SOMEONE PRESSED *PAUSE* ON ME!

FUNNY YOU SHOULD SAY THAT...

"... 'CAUSE I THINK *OTHERS* WOULD JUST SAY THEY'RE GETTING *STARTED!*"

IT'S THE NEW *SONIC* GAME CARTRIDGE!

LET'S SEE *WHAT* HE'S UP TO *NOW!*

THE END

SONIC LIVE!

J. Freddy Gabrie
Editor

A Word From The Editor...

In case you were wondering, "Just who are those photogenically wild and crazy kids?" These child actors are none other than Ken Penders' son, Stephen and his niece, Jessica. Ken asked them for their help when he started on the project. He knew he would spend hours with them making sure each photograph was just the way he wanted. As far as their help was concerned, Ken was quoted as saying, "Hey, they worked for free!" Let us know what you think of "Sonic Live!" We'll be waiting to hear from you!

See Ya'!

FREDDY

Looking for more Sonic action?! Then you better not miss Sonic's new Genesis game adapted into his next ***48-page Special...*** ***Sonic Blast!*** *On sale late December '96!*

Sonic Blast!

...And let's not forget about the Blue Blur's regular series!

#43

In just two weeks...
SONIC #43
On sale November 1996!

#44

SONIC #44
On sale December 1996!

#45

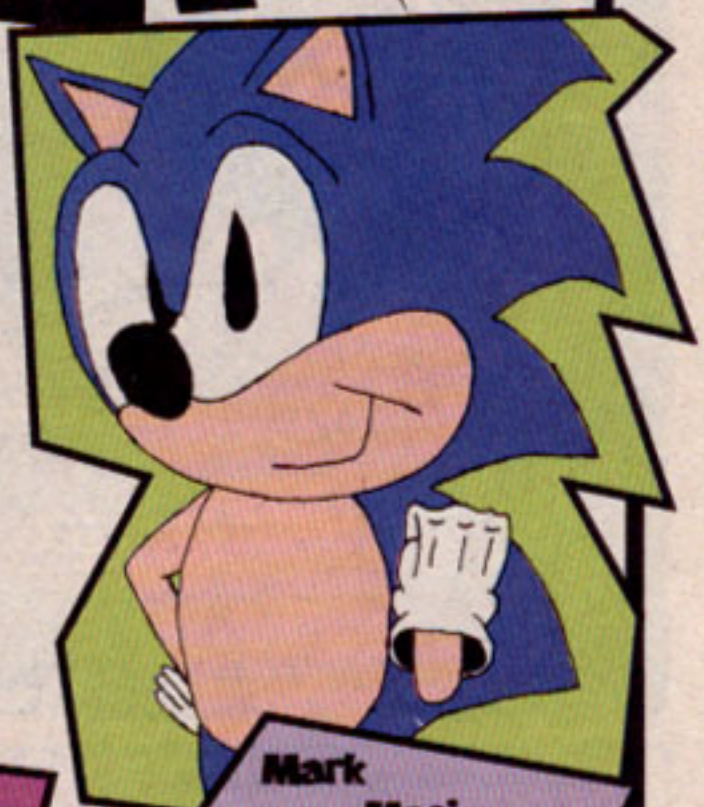
SONIC #45
On sale January 1997!

Send your letters to:
Sonic Live!
c/o Archie Comic Publications
P.O. Box 419
Mamaroneck, NY 10543-0419

desiGn by JOE PEP

FAN ART

Nathan Bonner & Kity



Mark Masi
New Haven, CT

Jessica Penders
Age 9
Stephen Penders
Age 9

IF YOU WOULD LIKE YOUR DRAWING PRINTED, PLEASE SEND A BLACK & WHITE COPY OF YOUR ART (NO ORIGINALS)

TO: "FAN ART"
c/o ARCHIE COMIC PUBLICATIONS, INC.
P.O. BOX 419
MAMARONECK, NY
10543-0419

YOU MAY BE WONDERING HOW THE FREEDOM FIGHTERS WERE CAPTURED... AND THEN ESCAPED IN OUR FIRST STORY... WELL, THIS IS HOW IT BEGAN... AND THEN ENDED.

THE SUBSTITUTE FREEDOM FIGHTERS

WATCHA WORKING ON, BIG FELLA?

QUI... WHAT ISS ZEE ARTEESTS LATEEST MASTERPIECE?

HMMM? OH!

IT'S CALLED THE "MICRO BELT-CAM"! IT'S A DEVICE THAT WILL ATTACH TO MY BELT AND RECORD OUR ACTIONS IN COMBAT.

THE CAMERA RECORDS OUR ACTIVITIES AND RELAYS THEM BACK TO KNOTHOLE'S COMPUTERS. THEN WE CAN REVIEW THEM LATER TO IMPROVE OUR TEAMWORK.

NEAT!

THAT'S A GREAT IDEA, ROTOR!

DOES IT WORK?

WELL, I HAVEN'T TESTED IT YET... BUT IT SHOULD.

AWOOGA! AWOOGA!

THE ALARMS!! IT LOOKS LIKE SOME SWATBOTS ARE NEAR KNOT-HOLE'S OUTER PERIMETER!

YIKES!

WELL, I GUESS NOW IS AS GOOD A TIME AS ANY TO TEST THE MICRO-CAM!

LET'S GO!

AND SO, AS THEY'VE DONE SO MANY TIMES BEFORE... THIS BAND OF HEROES RUSH COURAGEOUSLY INTO UNKNOWN DANGER, CONFIDENT THEY WILL RETURN VICTORIOUS...

...THIS TIME... THEY DON'T.

SOME TIME LATER...

HELLO! ANYONE HOME? IT'S ME -- LARRY LYNX.

HUH... I GUESS NO ONE'S HOME... OH WELL, I'LL STOP BACK SOME OTHER... HUH?!

REMEMBER LARRY FROM SONIC #12?

-- RIGHT NEXT TO THE ONE FOR YOUR FRIENDS!

AND NOW THAT I HAVE YOU I WILL FINALLY BE RID OF YOU ALL...

WHAT'S THIS ON THE MONITOR?!

...FOR GOOD! AND WITH THAT ACCURSED HEDGEHOG ALREADY OUT OF MY... ER... *HAIR!*... NO ONE CAN HELP YOU!

HA! HA! HA!

OH NO! WHENEVER I'M AROUND SOMETHING BAD HAPPENS!

WHAT'LL I DO?! WHAT *CAN* I DO? IF THE FREEDOM FIGHTERS AREN'T ENOUGH TO STOP ROBOTNIK, WHAT COULD I POSSIBLY DO ALONE?

ONE TWO! ONE TWO! LET'S GO, TROOPS! COME ON!

HUH? WHAZZAT?

AND THAT!

TRAINING CAMP?

THAT'S IT!!

?

HELP! HELP!

HEY LOOK... IT'S CYRIL THE EAGLE ALSO FROM #12

Factual Fred

PANT. PANT NEED... HELP.

CALM DOWN, SON! WHAT IS IT? WHAT'S WRONG?

THE FREEDOM FIGHTERS HAVE BEEN CAPTURED BY DR. ROBOTNIK! AND HE GOT RID OF SONIC SOMEHOW!

OH MY!

GASP!

WE'VE GOT TO HELP!

YOU'RE RIGHT... BUT HOW?

WE NEED A PLAN!

RIGHT!

THERE'S NO TIME! WE'LL HAVE TO MAKE IT UP AS WE GO!

WHAT ABOUT THE GUARDS?

ROBOTROPOLIS KEEP OUT!

DON'T WORRY... I'LL TAKE CARE OF THEM!

BUT HOW?

WATCH...

... AND SEE!

INTRUDER! *HALT* OR WE WILL SHOOT!

HALT!

HALT!

WHAT THEY SAID.

YEAH, YEAH! GO AHEAD AND SHOOT, TIN CAN!

WHOOPS!

ZRAK

EEP!

PZOW

ZAP

WORKS EVERY TIME!

ZZZZT!

PZOW

CYRIL! FLY OVERHEAD AND SIGNAL IF ALL'S CLEAR.

RIGHT!

A MINUTE LATER...

ALL'S CLEAR! LET'S GO GET 'EM!

CAN YOU OPEN IT, DYLAN?

HMM

PLUCK

I *THINK* SO.

WE'RE IN!

ON YOUR TOES, EVERYONE!

UH-OH!

SWATBOTS! LOTS OF THEM!

INITIATE MANEUVER 12!

CHECK!

NOW!

?

UMPH!

UGH!

WHAM!

A FEW MINUTES LATER

HEY LOOK! IT'S SONIC!

THAT TEARS IT! NOW I INTEND TO GET REALLY MEAN!

STOP IN YOUR TRACKS, YOU INSIPID HEDGEHOG--

AND THAT ROBOTNIK!

ZRAAPPT!

ZZZT

ZZZ

HE'LL HAVE TO TAKE CARE OF HIMSELF FOR NOW! THE OTHERS ARE RIGHT UP AHEAD! LET'S GO!

AFTER THE BATTLE HAS BEEN WAGED AND WON...

HUH?! L--LARRY? DYLAN?

NO TIME TO EXPLAIN NOW, PRINCESS--

--LET'S FIND SONIC AND MOVE IT OUT!

THE NEXT DAY AT KNOTHOLE...

THANKS TO YOU ALL, AND ROTOR'S MICRO CAM... WE'RE ALL SAFE! AND THESE WATCHES WE'VE GIVEN YOU WILL ALERT YOU ALL IF YOUR HELP IS EVER NEEDED AGAIN!

WOW!

NIFTY!

LARRY... YOUR QUICK THINKING HAS MADE US REALIZE WE CAN'T DO EVERYTHING ALONE. WE NEED A BACK-UP EMERGENCY TEAM... A TEAM WE THINK *YOU* SHOULD LEAD!

GOSH, PRINCESS, I... I DON'T KNOW WHAT TO SAY ≷choke≷

JUST SAY *YES*, LARRY... *YES* THAT YOU WILL LEAD THE *SUBSTITUTE LEGION OF FREEDOM FIGHTERS!!*

YES!!

WILL WE SEE THE LEGION AGAIN? TIME (AND YOU, THE FANS) WILL TELL!

The End

LEAVING THE CHAOTIX TO GUARD THE FLOATING ISLAND...

KNUCKLES VOWS TO FIND THE AILING KING ACORN'S MAGIC SWORD!

FOLLOWING A VAGUE LEAD FROM THE ANCIENT WALKERS" AND A NEW CLUE FROM HIS ANCESTOR'S BOOK OF MYTHS...

...THE ECHIDNA HAS JOURNEYED TO A REMOTE SECTION OF THE GREAT FOREST.

UNLIKE KNOTHOLE VILLAGE, THE SMALL COTTAGE HE HAS DISCOVERED IS NOT HIDDEN...

...RATHER, IT HAS BEEN FORGOTTEN, UNTOUCHED BY MOBIUS' REVOLUTION...

...THAT IS UNTIL TODAY!

A DEVIL WATCHER! IT CAN'T BE -- THEY'RE JUST THE STUFF OF FAIRY TALES!

KNUCKLES QUEST 2

"IT ALL BEGAN IN SONIC #42 -- JUSTIN.

REAL OR NOT, I DON'T PLAN ON BEING THIS GUY'S **LUNCH!**

KRAK

TIMBER!

CRUNCH

GONE?! I'D **LIKE** TO FIND OUT HOW AND WHERE...

POIT

...BUT MY DESTINY AWAITS **INSIDE?** WHAT GIVES? THIS PLACE DIDN'T LOOK SO BIG ON THE **OUTSIDE** AND...

RRRAW

SWIPE

BLOOD BEASTS! WHERE'RE ALL THESE **STORYBOOK MONSTERS** COMING FROM?!

WELL, THE STORY GOES, "ATTACK THE **DOMINANT ONE** AND THEY **BOTH** SHALL FALL!" YOU'RE CLOSEST, SO...

TAG! FELIX, YOU'RE IT!

DOING A **FADE-OUT** TOO? GOOD! NOW NOTHING'S IN MY WAY, SO I CAN START SNOOPING!

THEN AGAIN...?! Hmm... MAYBE I SHOULD START USING MY **BRAIN** IF I WANT TO SURVIVE! BUT FOR NOW...

HERE'S ONE FOR YOU...

...Uh... NICE DRAGON!

...AND ONE FOR **YOU!**

"I'VE GOT TO **THINK HARD**... EXAMINE THE ANCIENT WALKERS' CRYPTIC MESSAGE..."

ON A ONCE **LUSH** WORLD AND ITS HUNK OF **FLOATING STONE**, THERE EXISTS A SORCERER, WIZARD AND ALCHEMIST WHO STAND ALONE...

A **CHARLATAN**, **ENCHANTRESS** AND **PALADIN** WITH **FAIRNESS** AND COURAGE THOU MUST FACE...

CHARLATAN... FAIRNESS... STORY-BOOK MONSTERS... **THAT'S IT!**

SIR, FORGIVE ME FOR **INVADING** YOUR HOME! I'M REALLY ON A **PEACEFUL MISSION** TO FIND KING ACORN'S SWORD!

LOOKS LIKE USING THE OL' **NOODLE** PAID OFF -- THE MONSTERS -- THE COTTAGE'S **APPEARANCE**... IT'S ALL AN **ILLUSION!**

THE BENEVOLENT ANCIENT WALKERS GRANTED YOU AN **AUDIENCE**, AND IN LIGHT OF THE FACT YOU'VE LEARNED MY **SECRET**, I CAN DO NO LESS!

YOU KINDA GAVE **YOURSELF** AWAY BY ATTACKING WITH CHILDREN'S BOGEY MONSTERS!

HA! A TRUE **CHARLATAN** USES BOTH HIS POWERS OF **ILLUSION** AND HIS **IMAGINATION** TO PROTECT HIMSELF!

...AND IN MY YOUTH I ALSO USED THEM IN SERVICE OF THE **KING!**

THEN YOU KNOW WHERE THE ROYAL SWORD IS?

The Land of Dark

NO, BUT YOU MAY RECEIVE GUIDANCE FROM SOMEONE IN THE **LAND OF DARK--IF** YOU CAN EVEN LOCATE THIS MYSTERIOUS REALM!

LOCATE?! YOU MEAN YOU DON'T KNOW WHERE IT IS? GREAT! JUST GREAT!

SORRY. I WISH YOU LUCK AND A SAFE JOURNEY.

IF YOU SEE SIRE ACORN AGAIN, TELL HIM **MERLIN PROWER** WISHES HIM WELL!

I'LL SEE HIM AGAIN ALRIGHT-- AND WHEN I DO I'LL HAVE HIS SWORD! **BELIEVE IT!**

KNUCKLES GETS SIDE-TRACKED INTO SONIC #44 (ON SALE DEC '96) BUT RESUMES HIS QUEST IN SONIC #45 (ON SALE JAN '97)!